

FIG. 1

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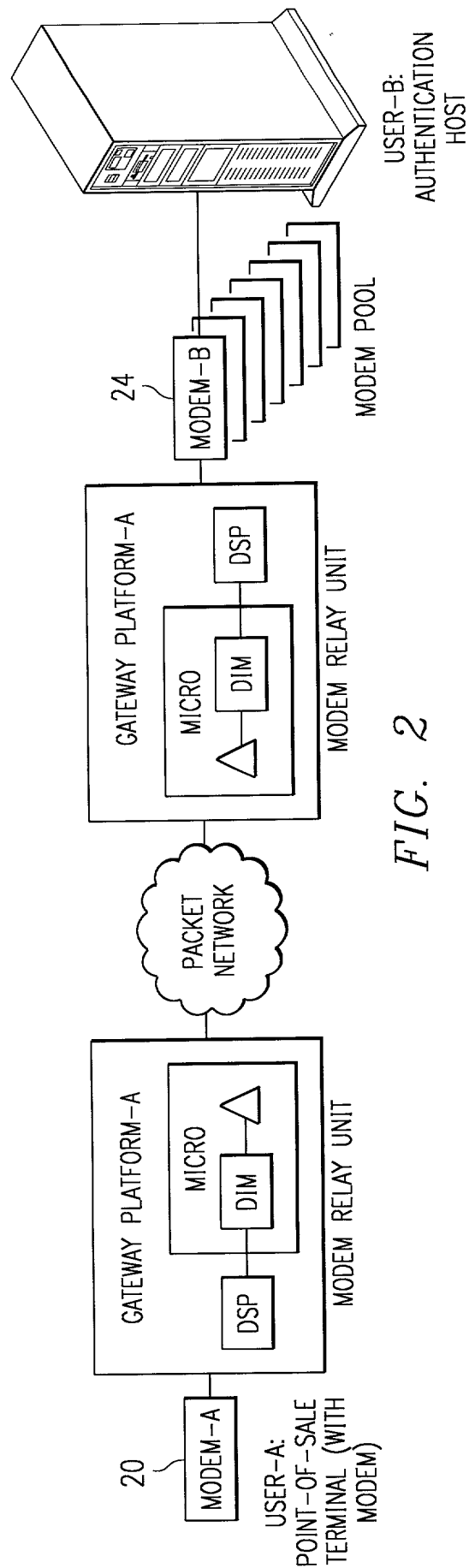


FIG. 2

Figure 1: High Speed Mode Call Sequence. The diagram illustrates the timing and data flow for a High Speed Mode call sequence. It shows the interaction between a V.25 ANSWER TONE, a SWITCH TO MODEM TO MODEM RELAY, and various data channels. The sequence includes: 1. V.25 ANSWER TONE (V.25). 2. V.22bis -OR- V.22 (V.22bis) and V.22 MODEM. 3. SB1 @ 1200 bps (SB1 @ 1200 bps) and SB1 @ 2400 bps (SB1 @ 2400 bps). 4. DATA (DATA). 5. V.21 MODEM (V.21 MODEM). 6. B1 @ 300 bps (B1 @ 300 bps) and DATA (DATA). 7. V.32bis -OR- V.32 (V.32bis) and AC (AC). 8. DATA (DATA). 9. FAX (FAX). 10. V.21 FLAGS (V.21 FLAGS) and FAX CALL - WILL BE DROPPED (FAX CALL - WILL BE DROPPED). The diagram also indicates a V.22bis AND BELOW MODEM RELAY and a HIGH SPEED MODEM CALL - WILL BE DROPPED.

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FIG. 6

The diagram illustrates a GDM (Global Data Management) system architecture. The system is organized into several functional blocks and their interconnections:

- PCM DRIVER**: The primary interface for external data, connected to the **PCM INTERFACE UNIT**.
- PCM INTERFACE UNIT**: Acts as a bridge between the PCM Driver and the internal processing units.
- TX PATH (Transmit)**:
  - Signal from the PCM Interface Unit passes through an **ECHO CANCELLER UNIT** and **TX GAIN**.
  - The signal then enters the **VOICE ACTIVITY DETECTION UNIT**, which also receives input from the **CALLER ID DETECT** unit.
  - The output of the Voice Activity Detection Unit goes to the **VOICE CODEC UNIT**.
- VOICE CODEC UNIT**: Supports various codecs including G.711, G.726, G.727, G.728, G.729B, G.729AB, and G.732.1A.
- PACKETIZED VOICE PROTOCOL UNIT**: Receives data from the Voice Codec Unit and interfaces with the **HPI** (Host Processor Interface) and the **MESSAGE PROCESSOR UNIT**.
- MESSAGE PROCESSOR UNIT**: Manages the flow of data between the Packetized Voice Protocol Unit and the **SOFTWARE INTEGRATION UNIT**.
- SOFTWARE INTEGRATION UNIT**: Coordinates the system's operation, interfacing with the **ALL GDM UNITS** and the **CALLER ID GENERATOR**.
- CALLER ID DETECT** and **CALLER ID GENERATOR**: Handle incoming and outgoing caller identification data.
- VOICE PLAYOUT UNIT**: Receives data from the Voice Codec Unit and interfaces with the **PACKETIZED VOICE PROTOCOL UNIT**.
- VOICE CODEC UNIT** also interfaces with the **VOICE PLAYOUT UNIT**.
- VOICE CODEC UNIT** and **VOICE PLAYOUT UNIT** both interface with the **PACKETIZED VOICE PROTOCOL UNIT**.
- VOICE CODEC UNIT** and **VOICE PLAYOUT UNIT** both interface with the **VOICE ACTIVITY DETECTION UNIT**.
- VOICE CODEC UNIT** and **VOICE PLAYOUT UNIT** both interface with the **VOICE CODEC UNIT**.
- VOICE CODEC UNIT** and **VOICE PLAYOUT UNIT** both interface with the **VOICE CODEC UNIT**.

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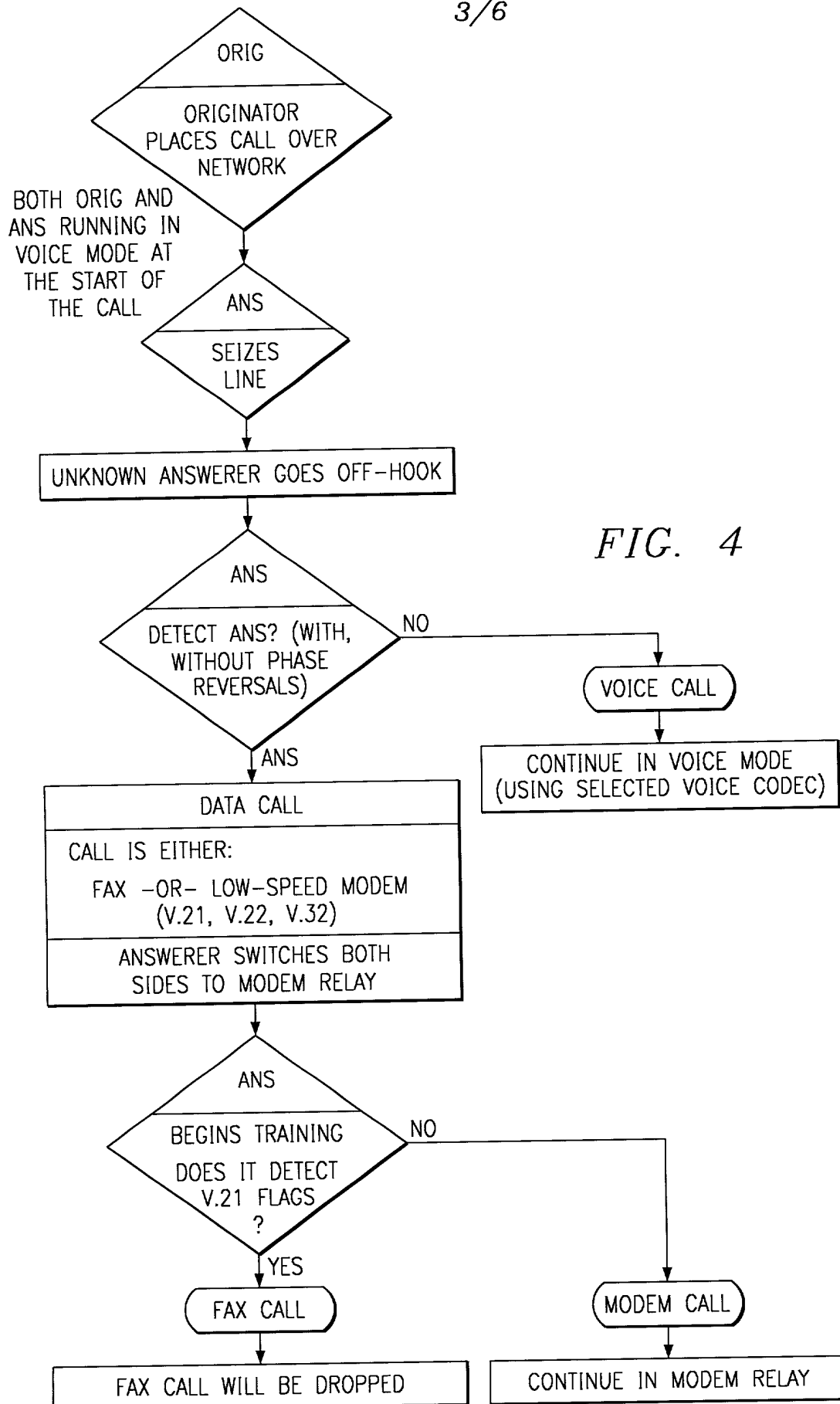
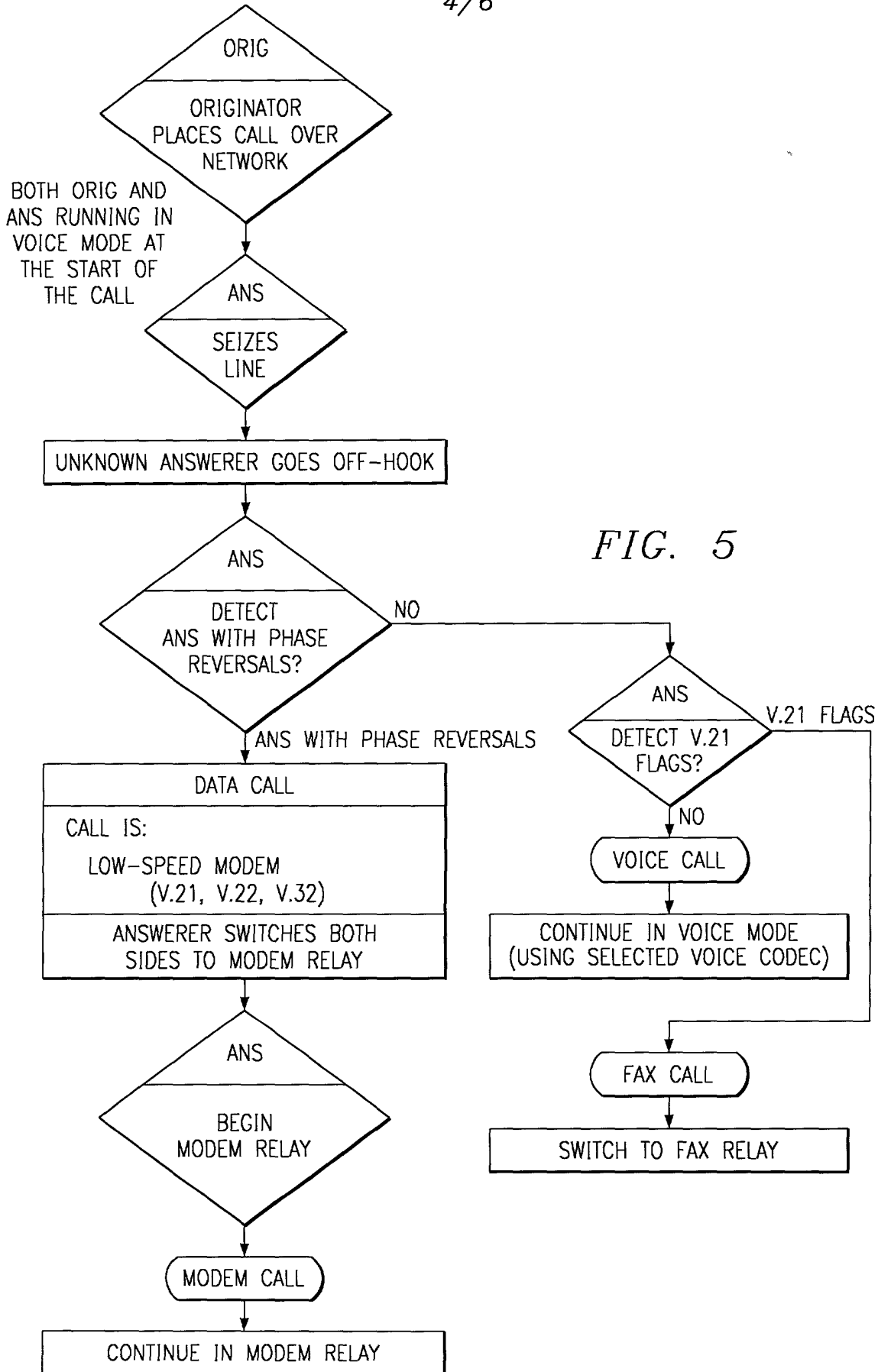


FIG. 4

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FIG. 7

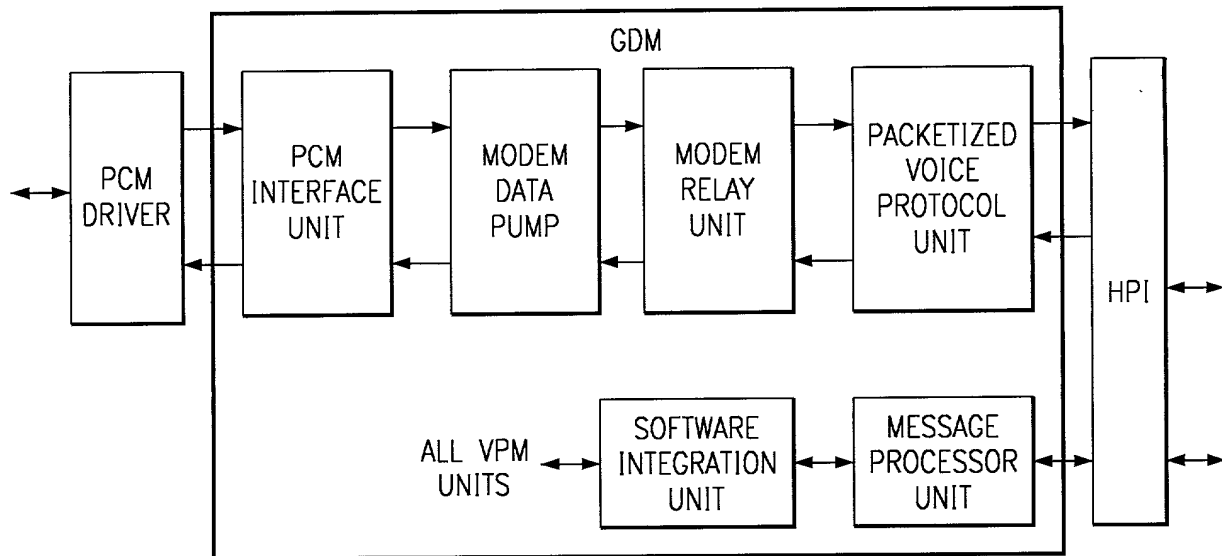


FIG. 8

